namcot

DIGITAL DEVIL STORY

MEGAMI TENSEI II

INSTRUCTION MANUAL

Thank you for purchasing Namcot's Digital Devil Story: Megami Tensei II cartridge. Reading this manual before you begin the game will help you to understand and enjoy it a lot more.

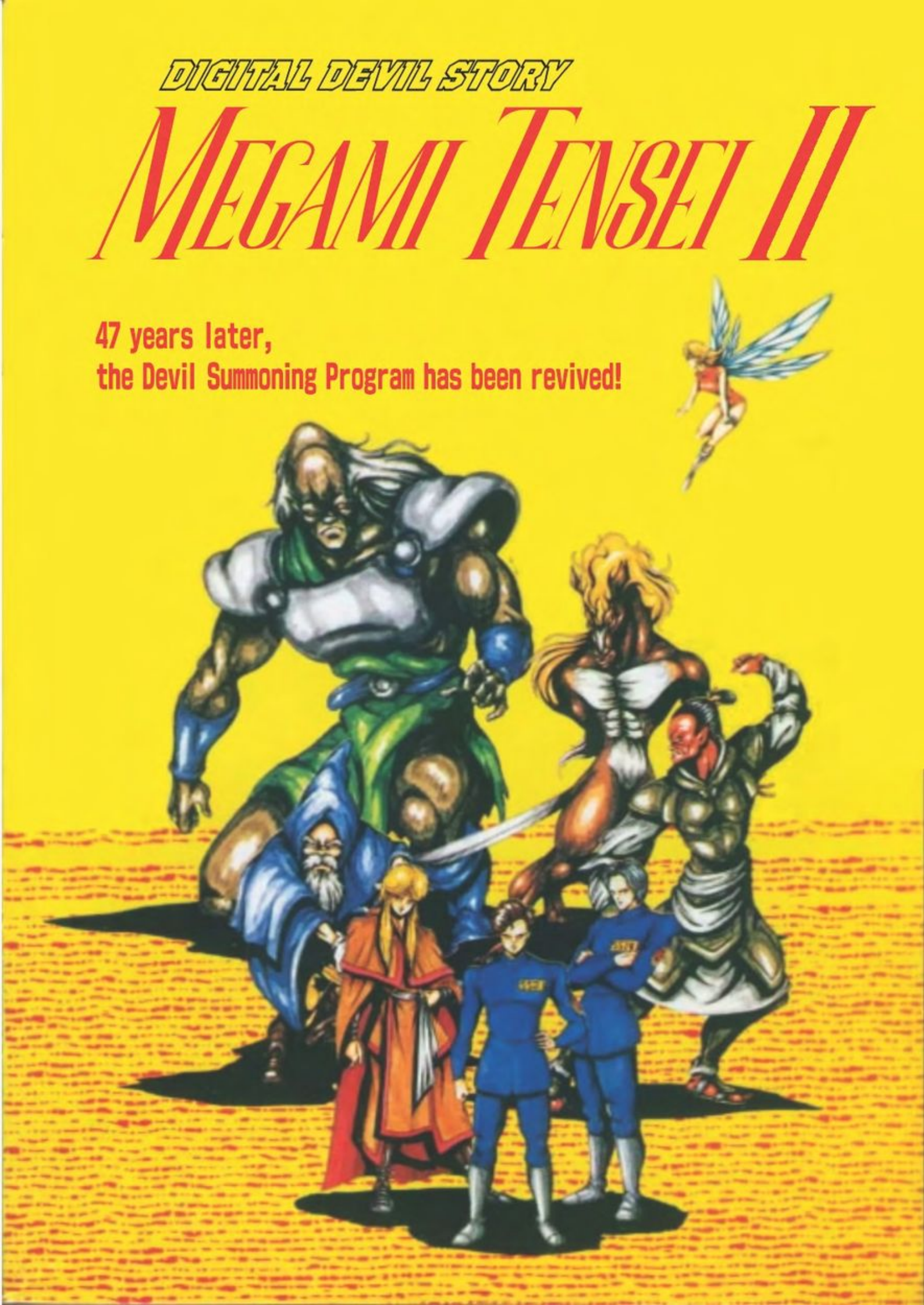
A Few Words of Caution

- Turn off the power before you swap out the game cartridge.
- Because it contains delicate equipment, please do not expose the cartridge to extreme temperatures or strong shocks. Also, never open the cartridge.
- Do not directly touch the cartridge port or let it become wet.
- Use the ON/OFF switch on the console.
- The back-up battery has an approximate lifespan of two years.
- Keep in mind that Sharp C1 isn't supported.

DIGITAL DEVIL STORY

MEGAMI TENSEI II

47 years later,
the Devil Summoning Program has been revived!



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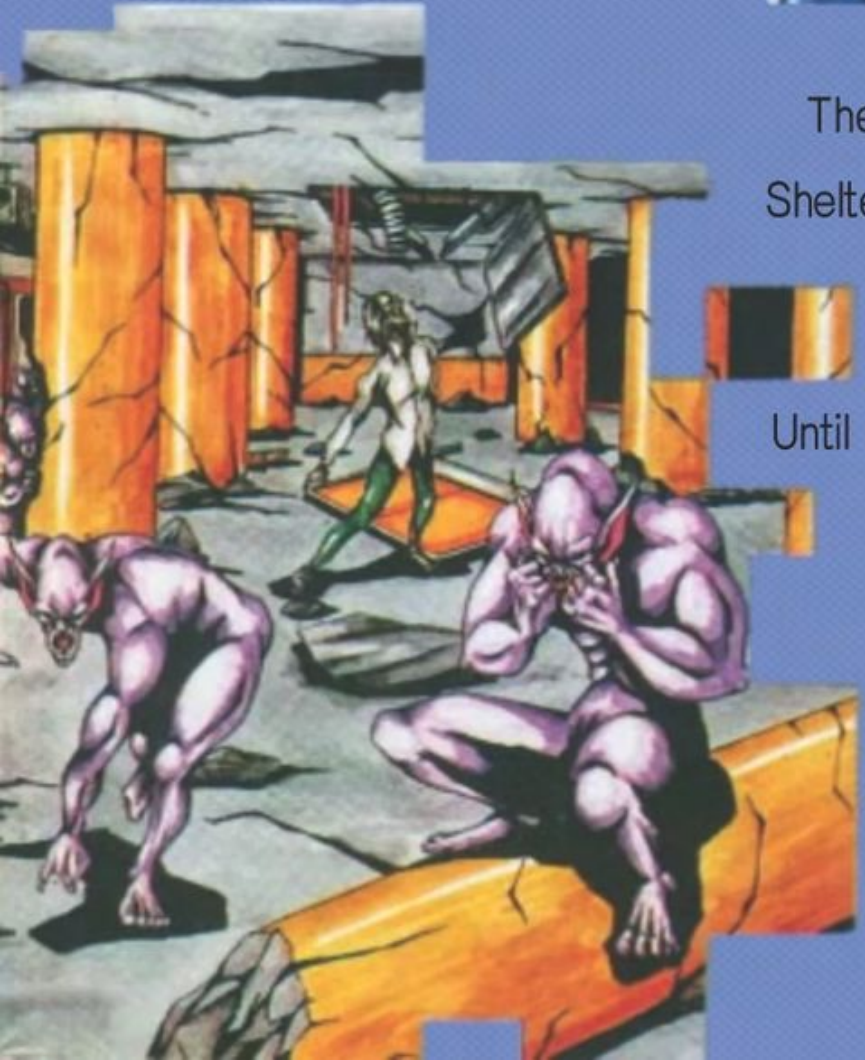
1 The Story

In a corner of Shelter Three in the Keihin District, two young men were immersed in a certain RPG. It was called Devil Busters, a game that fascinated them to no end.

Tokyo, 2036. The city is sadly in ruins, left a wasteland after an apocalyptic war occurred at the end of the twentieth century. Only a small handful of people managed to escape into the underground shelters. They came to view the world above as a place of lawlessness.

Whether it was caused by the war or something else isn't clear, but for one reason or another, Tokyo had experienced a dimensional shift, causing demons and monsters straight out of legends to appear.

It had seemed like the world was at its end. People were being slaughtered, and the gradual transformation of Tokyo into one giant den of demons went on unchecked.
The underground shelters, however, were cut off from all the chaos that was going on above them.



They had become safe havens. Shelter Three in the Keihin District was one such place.

Until one afternoon, when the seal that had been placed upon Devil Busters was lifted...

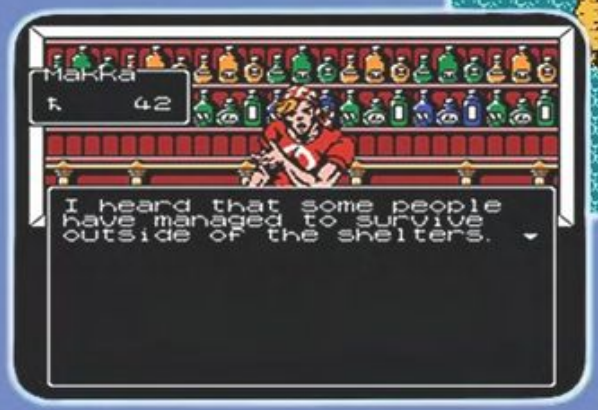
2 How to Proceed

1 Setting Out

The main characters start their journey together. It's possible to move along on the map screen or on the dungeon screen in buildings or underground shelters.

2 Encountering Others

You should go looking for other survivors. They may tell you what they know, or give you items. They are sure to help you out.



3 Fierce Battles

You'll encounter monsters of all sorts who will oppose you. If you encounter any enemies, you'll enter the battle screen where you can make full use of the commands.

Put together the strongest party and move forward!

4 Growth

Defeating enemies will grant you experience and money. As you collect more experience, you'll level up and become stronger.

5 Allied Demons

Some enemies are friendly. If you talk to them, they may join your party and travel with you. They will become your allies. By fusing them together, you can create even stronger allies.

3 Starting Up

1 The Title Screen

Press the Start Button and you'll reach the title screen.

Use the direction pad or the Select Button to highlight an option on the menu, and then press the Ⓐ Button or the Start Button to make your choice.

START

This option allows you to start the game from the beginning.

LOAD

If you save the game, you'll be able to load that save using this option.

Use the direction pad to select from two available saves, and press the Ⓐ Button to confirm your selection.

Saving can be done at a Checkman or in a Computer Room.

2 Entering a Name

Enter the name of the male protagonist, your avatar.
Hideto____
ABCDE FGHIJ KLMNO PQRST
UVWXY Z0123 45678 9
abcde fghij klmno FWD
pqrst uvwxy z BACK
.,':- /!?&$ #%※ END

You can decide the name of the hero. Use the cross bar to choose a letter, and then press the Ⓐ Button to enter it. If you make a mistake, move to the appropriate letter with the "FWD" and "BACK" options. When you are done, select "END" and press the Ⓐ Button.

3 Setting Abilities

You can set the abilities of the hero and the girl. Assign 15 points among five different abilities. Use the cross bar to select the ability, then press the Ⓐ Button to assign one point to it each time. Pressing the Ⓑ Button retrieves an assigned point.

To find out the meaning of each ability, refer to pages 20 through 24.

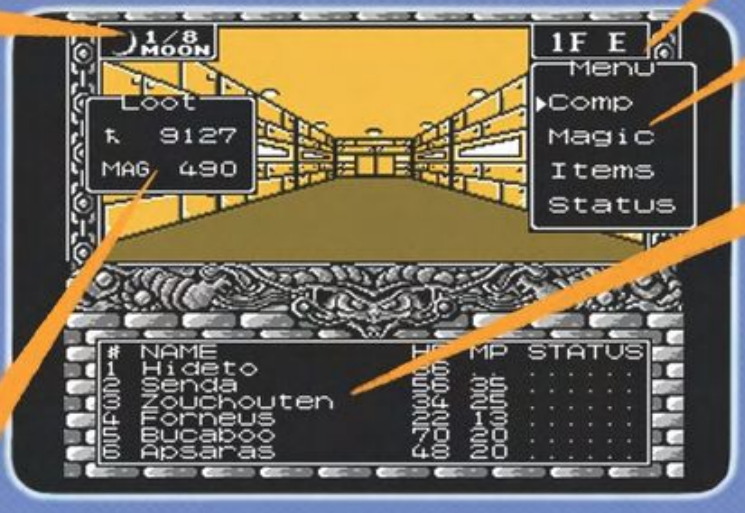
4 Basic Screens / Controls (1)

The Dungeon Screen

Buildings and underground areas have a 3D-style screen.

Lunar Phase

This shows the phase of the moon. It changes with each step, and it has various effects. For example, it affects enemy strength and oddly enough, it even affects shops.



Loot

This is how much makka (₰ = the unit of currency in this world) and magnetite (refer to page 20 about MAG) you have.

Map Screen

Location Name

The maps and dungeons set the stage for the adventure.

Current Location This shows your current floor, and the direction you're facing. In some areas, this information isn't displayed.

Menu You can display this information with the Ⓐ Button. For more information, see pages 14 through 19.

Members This displays the current party's HP, MP, and status (their current condition). For more information, see pages 20 through 23.

Map This is available with the Mappala skill, and shows the area around the hero and his crew. It can't be used during a new moon.

On the surface, the screen shows a bird's eye view, and if you enter a town, the location name appears on the upper right side of the screen. Pressing the Ⓐ Button there opens the menu screen with various commands, along with the same information that is on the dungeon screen. To go back to the map screen, press the Ⓑ Button.

Basic Screens / Controls (2)

Control Scheme

① Moving

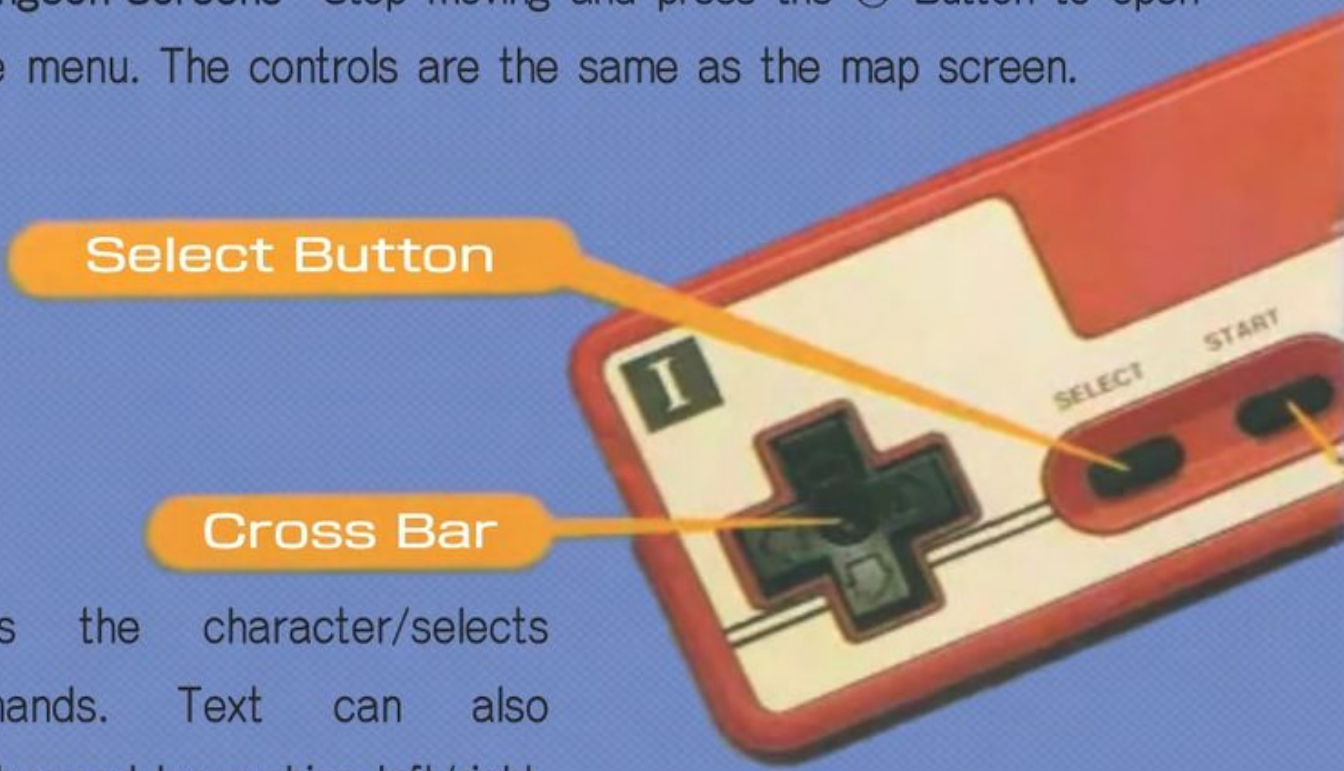
Map Screens·····Move in four directions using the Cross Bar.

Dungeon Screens···Press the up button to move forward, and left and right to turn to the side. Press the down button to turn to the opposite direction.

② Command Menu Screen

Map Screens···Stop moving and press the Ⓐ Button to open the menu. Use the Cross Bar to select an option, and press the Ⓐ Button to confirm it. To cancel out of the menu, press the Ⓑ Button.

Dungeon Screens···Stop moving and press the Ⓐ Button to open the menu. The controls are the same as the map screen.

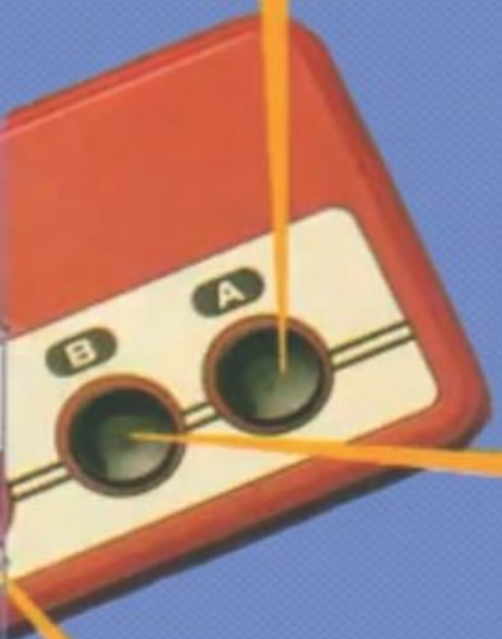


Moves the character/selects commands. Text can also be advanced by pushing left/right.

These are the controls for moving and inputting commands!

③ Other

You must also enter commands when prompted to do so on the screen. If an arrow mark appears at the bottom of a message, you can press the Ⓐ Button, the Ⓑ Button, or left/right on the Cross Bar to advance the text.



Ⓐ Button

Displays the command menu / confirms choices / advances the text.

Ⓑ Button

Cancels the command menu / advances the text.

Start Button

5 Commands (1)

● This is an explanation of the basic screen (in maps and dungeons). For information on in-battle menus, turn to page 24.

【Comp】

This command allows you to use the computer. Only the hero can access it. If the hero dies, you will not be able to access to the computer.

Call

Call forth demons and add them to the party. Doing so costs makka.

Return

Takes a demon out of your party and puts it in storage.

Remove

If you no longer wish to store a demon at all, use this option to completely remove it.

Order

Change the order of the party. Choose who will move up to the front by pressing Ⓐ. Whoever is in the front is more likely to be targeted by attacks.

Message Speed

Change the speed of messages in battle.

Autopilot

You don't start with this command, but you will be able to access it later, after your computer is powered up. Please read about how to use it on the next page.

Devil Analyze

This command allows you to view the status of enemies you've fought, but it's limited to only the five most recent types of enemies. Again, you won't be able to use this option until your computer is powered up.

Commands (2)

How to use the autopilot

The autopilot program remembers the paths you've walked, and will automatically retrace your steps. If you use it when entering a dungeon for the first time, it'll help prevent you from getting lost.

1. Set A

Record A (the starting point) to memory.

※ Return to A

By using the move command, you can return to point A at any time.

3. Search

After setting both A and B, and hitting the search option, you can move to either A or B.

2. Set B

Record B to memory. After doing this, you'll be able to use the Search function.

Set Records the current location to memory.

Setting Status

Shows the places set to memory, and how many steps have been used. It also shows how many steps remain.

Move Moves to the set location.

Withdraw Removes the set locations.

Keep in memory After returning to the set location, this option re-saves that location to memory.

Search This will check if there's a path open for both A and B, and if so, it will allow you to move to either location.

★ 500 steps is the maximum that can be saved.

★ If both A and B have been set to the memory, they must be withdrawn together. You can't withdraw only one.

★ Point B can be extended to reach a further location, but you can't drop Point A beyond Point B.

★ The autopilot will be released if you go through a one-way door or drop into a pitfall.

★ You can stop moving by pressing the B Button.

Commands (3)

【Magic】

The girl, your friend, and some (not all) of your allies can cast spells. Offensive spells will only be displayed in battle screens. See pages 42-45 to learn the different types of spells.

【Items】

Use

Use the items in your inventory.

Equip

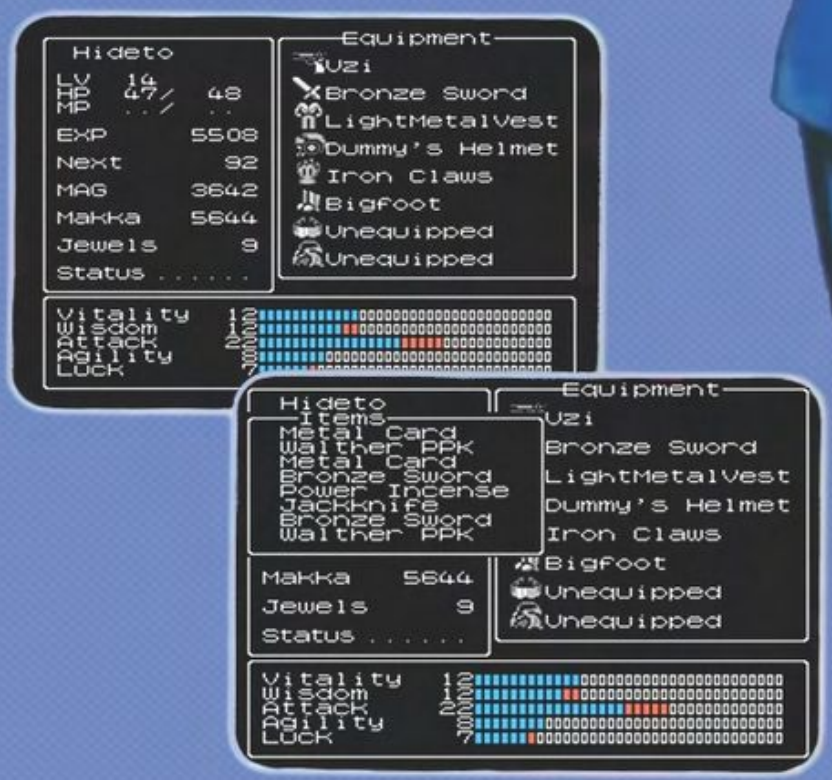
You won't be able to wield weapons or defensive gear without using this option.

Discard

Discard any items you don't need.

【Status】

Displays the Status screen. On the main character's status screen, pressing the Ⓐ Button will display your items, and pressing it again will display your treasures. On the girl's and the friend's screens, it will show your items first, and then their spells. For more details on these screens, consult pages 20-23.



6 Status Screens and Terminology (1)

● Selecting the Status option in the command menu will open the status screen. While on the main character's screen, press the Ⓐ Button to display items, and press it again to display treasures. On the girl and the friend's screen, it will display items first, and then magic.

【LV】 Current level. Once a character has gained a set amount of experience, they will get a level up.

【HP/Max HP】 It's the energy of life. When this hits zero, it'll result in death. Gaining a level will restore the HP to max. It can also be restored at healing springs and other places.

【MP/Max MP】 It indicates magical energy, and decreases whenever a spell is cast. This can also be cured at places like healing springs.

【EXP】 It's experience. It can be obtained by defeating enemies. Once it hits a set amount, it'll result in a level up.

【NEXT】 It shows how much experience is needed to reach the next level up.

【MAG】 Magnetite. It's a source of energy, which allows allied demons to exist in the human realm. It can be obtained by defeating demons. It slowly decreases as you walk with summoned demons, and when it hits zero, those allied demons will start to lose HP.

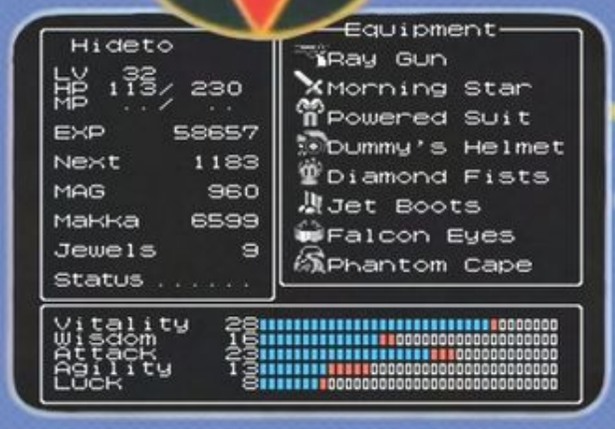
【Makka】 It's the currency of this world.

【Jewels】 They are precious gemstone orbs that miraculously restore HP. You can carry up to nine of them at a time.

【Status】 The following are possible status ailments.

DEAD	Passed away.
STONE	Petrified, unable to move.
NUMB	Unable to move, takes damage when the party walks around.
FROZEN	Locked in ice, unable to move.
ASLEEP	Not awake.
BOUND	All tied up.
PANIC	Too confused to do anything.
HAPPY	Overcome with joy, sometimes ignores commands.
SEALED	Unable to use magic spells.
POISON	Struck by poison, takes damage while walking.

Status Screens and Terminology (2)



Equipment

Shows the weapons and armor that are currently equipped. From the top: Gun/Sword/Suit/Helmet/Gloves/Boots/Goggles/Cape.

Abilities

The blue portion shows the character's current ability level. Red shows the boost given by their equipment.

【Vitality】 Augments defense and max HP.

【Wisdom】 Bolsters spell attack/defense, persuasive power over demons, and max MP.

【Attack】 Powers attacks against the enemy.

【Agility】 Affects the speed of attacks in battle.

【Luck】 Boosts run success rate, pre-emptive strikes, and other general luck elements throughout the game.

Items

Current inventory. Newly acquired weapons and armor can be found added to the stock here. Use the command menu to equip them.

Treasures

Precious items central to beating the game are placed in this stock. They can be viewed on the main character's screen.

Magic

Here, you can see the current spells known by the girl and your friend.

Allied Demons Status Screen

Some terminology is only used for allied demons.

[Class] The demon's class is displayed under its name. Different classes have different abilities and fusion results, among many other differences. Consult pages 46-51.

[LV] The level is the same as usual, but allied demons can't level up.

[Turn Points]

This affects how much magnetite an allied demon consumes with each step. The higher the amount, the more it will consume.

7 Battle Screen (1)

● Encountering an enemy on the move will lead to a battle screen, and the command menu will change to a combat menu. Here you should use a wide variety of tactics, depending on the situation.

Number of enemies

Combat Menu

Messages

Enemy Status

The enemy has plenty of stamina.

The enemy is sleeping.

The enemy has HP lower than 1/4 max or is poisoned.

The enemy is panicked or happy.

The enemy is numb, frozen, or bound.

The enemy is sealed.

【Fight】 This is the battle command. Selecting this opens up more specific options, which may differ from member to member. See pages 26 and 27 for more details.

【Run】 Use this command to flee from battle. If this fails, the enemy might use the opportunity to jump you.

【Talk】 Use this command to make demon allies. By talking with them, you can avoid battles. See pages 28 and 29 to find out more about making allies.

【Auto】 This launches an all-out attack, which will continue until all targets are destroyed. (However, if the main characters are taken down, it's counted as a loss, even if their demon allies remain.) If you hold down the Ⓑ Button, you can interrupt the all-out attack to give orders again.

Battle Screen (2)

● Selecting "Fight" starts the battle. The battle commands are subdivided further, showing the options in combat.

【Attack】 The main characters have guns and swords, and you can decide which they'll use. Sometimes allied demons will use special attacks at their own discretion.

【Comp】 Only the hero can use this option, but he can't use it if he's dead or unconscious.

Call Adds an allied demon to the party.

Order Changes the order of the party's lineup.

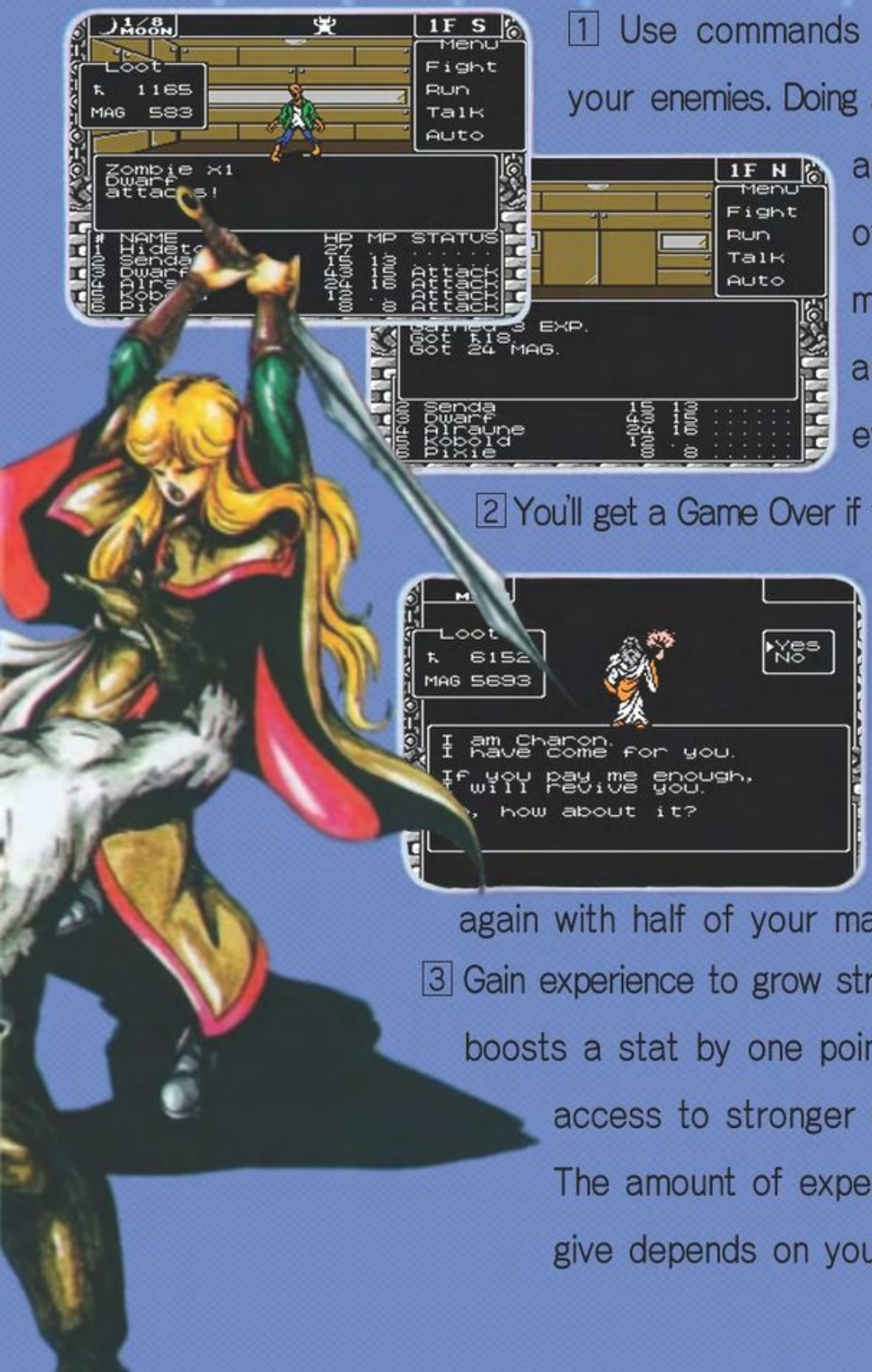
【Item】 Uses an item.

【Defend】 Bolsters defense and makes it easier to dodge enemy attacks.

【Magic】 Casts a spell. (The hero can't do this.)

【Return】 A demon-only command. This removes it from the party and adds it back into the stock.

Fight often to earn makka and experience!

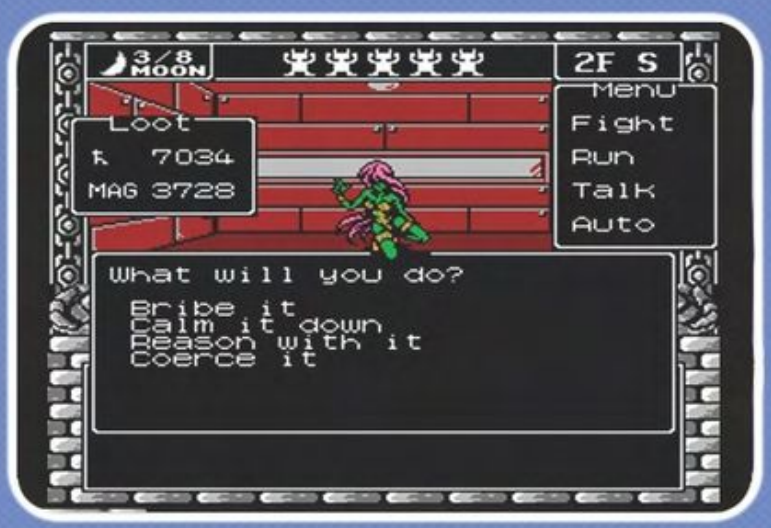


1 Use commands wisely to defeat your enemies. Doing so will give you an appropriate amount of experience, makka, magnetite, and sometimes even items.

2 You'll get a Game Over if the main characters are all destroyed (even if your demon allies still remain), and you'll start up again with half of your magnetite.

3 Gain experience to grow stronger. Leveling up boosts a stat by one point and gives access to stronger demons. The amount of experience enemies give depends on your level.

Battle Screen (3)



● Some of the demons and monsters that appear are friendly enough to join you. Try talking with them to gain their assistance.

1 First, choose the "Talk" command. That will open a wider array of options to use during your talk. Choose what you think will make things go smoothly. Try many times using various techniques if you wish to succeed.

2 The hero can't have allies that are at a higher level than he is.

3 You can only store up to seven allies, but if you upgrade your computer in the game, you'll be able to hold up a maximum of ten.

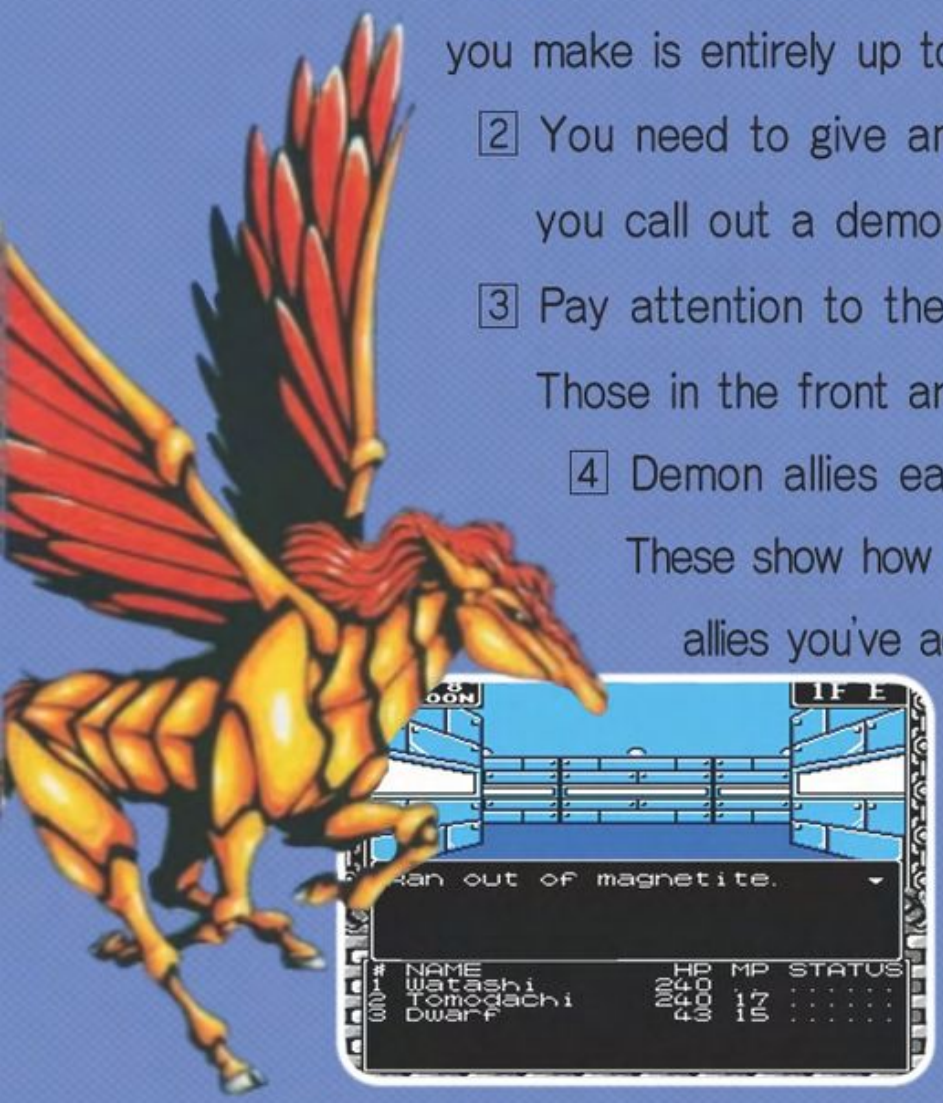
Fight together with your party!

1 You can call up to four allied demons out of your computer and have them accompany your partner as you venture out. Do you wish to act as a hard-hitting commander or a tender nurse? The team you make is entirely up to you, so have fun with it!

2 You need to give an offering of makka when you call out a demon ally.

3 Pay attention to the order in the lineup. Those in the front are targeted more often.

4 Demon allies each have "Turn Points." These show how much magnetite the demon allies you've added to your active party consume. (They only consume magnetite in the first person dungeons.) If and when the magnetite runs out, their HP will steadily decrease, so keep an eye on it.



8 How to Fuse Allied Demons

● You can fuse demons at the Heretic's Manor to create even stronger allies.

How to fuse

1 Take two or more demons to the Heretic's Manor and select the 2x Fusion option.

2 Select demons on the fusion chart and press the A Button to confirm. Dead allies must be revived before being fused. Some allies won't appear on the chart

3 Choose whether or not to fuse the resulting demon with Yes or No. (See more about alignments on pages 46-51). You can't fuse demons on your team, or ones at a higher level.

How to view the fusion chart

※	Creates a Spirit	!	Uses a spirit in a special fusion, raising a demon's rank by one
○	A typical fusion		

3x Fusion

In certain places, the Heretic's Manor will perform 3x fusions. Only demons with a good alignment can be used in such fusions.

How to view the fusion chart

※	Creates a Spirit
!	Fuses 3x Spirits into Messengers and Ogre Gods
?	Fuses 2x in the same class. Mostly poor results.
○	Uses only one Spirit, so the result will be the same as a 2x fusion

9 Introduction of the Facilities

Healing Spring

You can pay makka to restore all of your HP and MP here.

Heretic's Manor

They'll lift curses, bring the dead back to life, and fuse your demon allies.

Bar

Not only will the drinks here restore your health and magic, you can talk to the other customers as well.

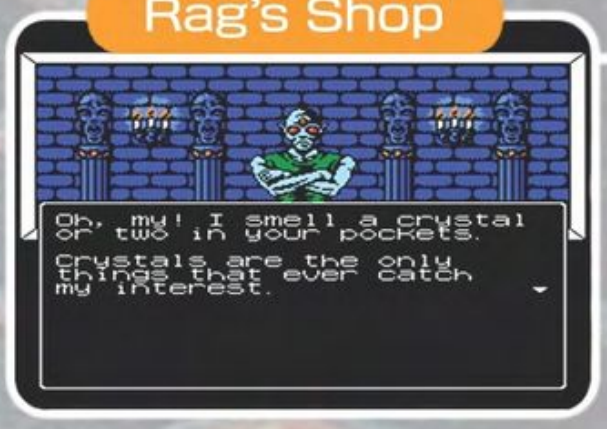
Equipment Shop

Weapon shops sell guns and so on, while defensive gear shops sell all sorts of protection. Defensive gear shops either specialize in gear for men or gear for women.

Junk Shop

They sell a wide assortment of items.

Rag's Shop



You'll be able to trade gems like amethysts and aquamarines for rare items here.

Computer Room

This is where you can play Devil Busters at the start of the game. You can also save your game here, as well.

Checkman

You can save here. You can also teleport to other Checkman areas you've been to before.

10 Items (1)

【Swords】 Obtained from enemies or during events, they're effective against ethereal demons.

Jack Knife	♀	Its attack power is weak, but it's an easy knife to handle.
Bronze Sword	♂	It's a bit heavy, but the sword is that much stronger for it.
Scimitar	♂/♀	This crescent-shaped sword is blessed with high speed and attack power.
Scorpion Whip	♂/♀	This whip with a blade at the end can hit multiple times in one turn.

【Guns】 Guns have massive destructive power. You can buy them in weapon stores.

Walther PPK	♂/♀	You can get these from the weapons storage area at Shelter Three in Keihin.
M1911 Pistol	♂/♀	An American pistol with twice as much power as a Walther PPK.
Uzi	♂/♀	A submachine gun that can hit multiple enemies at a time.
Desert Eagle	♂	It's powerful, but too big for girls to handle.

【Suits】 These will protect you.

Battle Suit	♂	The standard outfit for combat. It gets the job done.
Leggy Armor	♀	It makes a girl even more attractive.
Bodycon Mail	♀	It's not as stunning as the leggy armor, but it provides better defense.
Kevlar Vest	♂	Rest assured, it's bullet-proof.

【Helmets】 These can make you smarter.

Junk Helmet	♂	It's pretty shabby, but it's better than nothing.
Star Ring	♀	It's a beautiful ring that goes around the head, boosting intelligence.
Iron Helmet	♀	It's thick, but it won't really affect intelligence.
Fritz Helmet	♂	This is also made of kevlar. You can coordinate your outfit with the vest.

Items (2)

【Gloves】 These influence your attack or defense.

Rivet Knuckles	♀	These gloves have iron rivets attached.
Kaiser Gloves	♂	Fitted with brass knuckles. They pack more of a punch than rivets.
Metal Gloves	♂	Leather gloves augmented with metal, providing more defense.
Cool Mittens	♀	They offer defense and fire resistance, but not attack power.

【Boots】 Good footwork requires the right footwear.

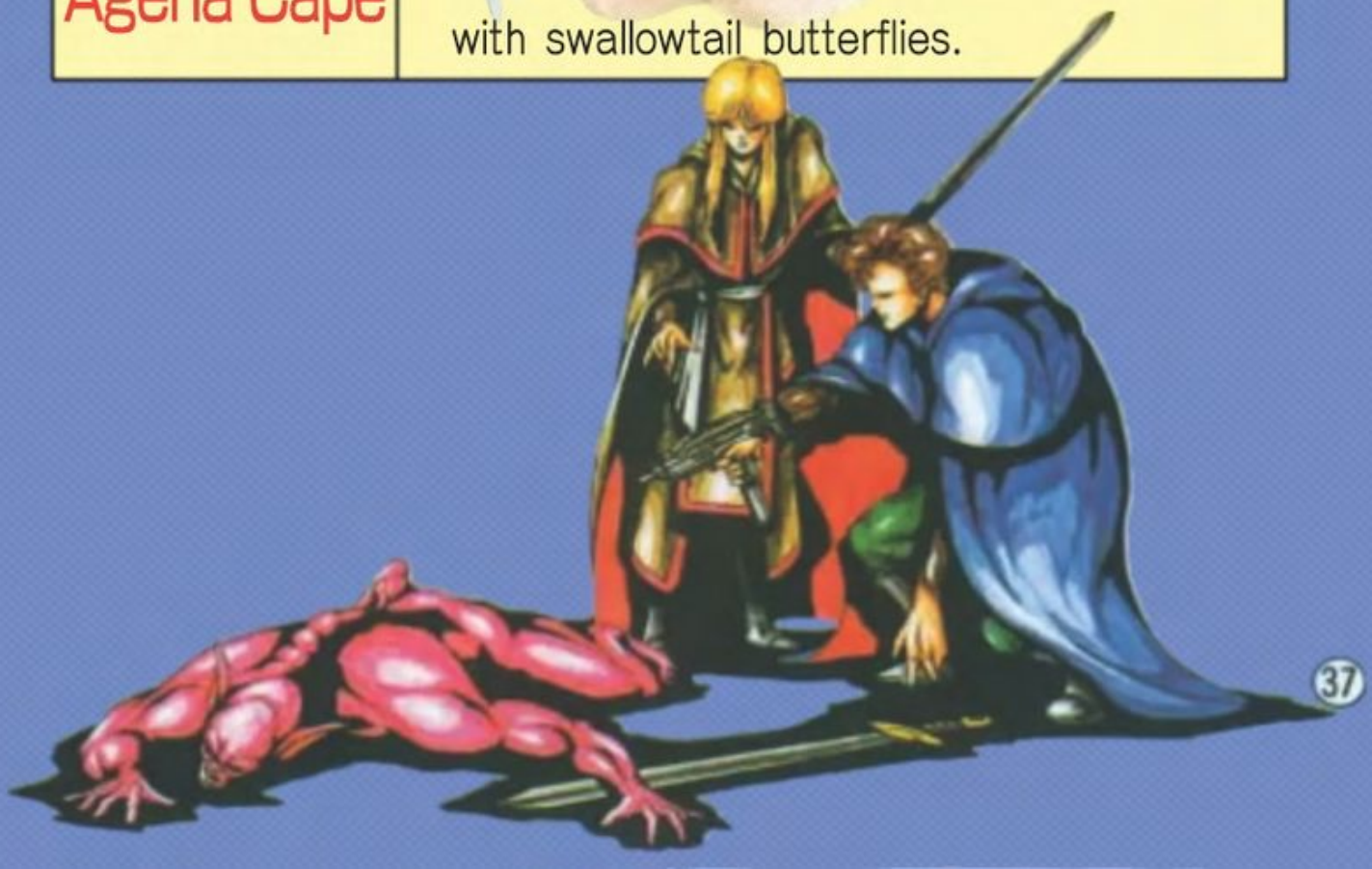
Rubber Soles	♂	The soles are made of rubber. They slightly increase defense.
Western Boots	♀	It's easier to run with these than rubber soled ones.
London Boots	♂	They bolster attack power, though their durability is the selling point.
Flower Boots	♀	They allow for quick movement, but maybe their cute design is why they're popular?

【Goggles】 They protect both men and women from spells, but they can't be bought in stores.

Falcon Eyes	These are standard googles, about as effective as you'd expect.
Baby Face	This eye mask makes you look nicer, adding to your charm.

【Capes】 They ward off spells for men or women. You can only get them from in-game events.

Kapa Cape	Its effectiveness is questionable.
Ageha Cape	It's a very effective cape, patterned with swallowtail butterflies.



Items (3)

【Jewels】 These miraculous gleaming orbs hold the power to fully restore HP. Demons are often captivated by their beauty, so they're often useful for bribing demons to join you.

【Drinks】 Treat ailments with a single bottle, so you can keep fighting twenty-four hours a day.

Poisonon	Removes poison
Paralynon	Cures numbness
Petranon	Cures petrification (making it requires a special ingredient)
Muscle Drink	Restores HP
Magic Source	Restores MP

【Power Stones】 Use these to cast spells.

Agion Stone	It releases a great deal of heat, setting enemies on fire.
Zioron Stone	It holds a positive charge, shocking enemies.
Bufurao Stone	It'll suck the heat out of anything.
Agidai Stone	It can roast a whole group of enemies.
Ziodai Stone	It brings forth lightning, which will hit a whole group of enemies.

【Incense】 Lighting some incense increases a single stat while fully restoring the person's HP at the same time.

Vigor Incense	Increases vitality
Acumen Incense	Increases wisdom
Power Incense	Increases attack
Speed Incense	Increases agility
Chance Incense	Increases luck

Items (4)

【Gems】 Amethysts, aquamarines, and emeralds can be taken to Rag's Shop and exchanged for rare items.

【Arms】 These can generally be obtained at a Junk Shop.

Hand Grenade	It's about as strong as a Zan spell.
Dangerous Drug	This makes enemies see phantoms and stops them from moving.
Cursing Doll	This is a voodoo doll that curses the enemy to death.
Missile Launcher	It's about as strong as a Zanma spell.
Hanman Charm	Throwing this holy charm at a Vile Spirit blows it away.
Poison Dart	It's a typical sort of poison dart to be blown at enemies.

【Tallies】 There are many rifts that have opened up in the ruins of Tokyo, and there are many places you won't be able to walk through. It's the duty of Mora, a giant beast from the underworld, to help you get across those areas. If you show it the proper tally, Mora will let you cross to the other side.

【Pillars】 These beautiful pillars are adorned with various celestial bodies. If you bring all of them together, they are said to be unfathomably powerful.

11 Magic Chart (1)

Special Magic

Name	MP	Effect
Mappala	2	Shows a map
Makaranda	2	Absorbs enemy MP
Trastaruto	6	Warp to the last Checkman
Tranpa	6	Warp to any Checkman
Toraesto	6	Warp to the current dungeon's entrance
Sabatoma	10	Call an ally without paying it any makka

Attack Magic

Agi	2	Flames will roast an enemy. It's especially effective against beasts, who are afraid of fire.
Agima	4	
Agion	6	
Agira	2	These are also flame attacks like the agi spells above, but these damage the whole group of enemies.
Agirama	4	
Agilaon	6	
Agidyne	10	
Bufu	3	These spells call forth an icy chill. Not only do they do damage, they can freeze an enemy so it can't move for a while.
Bufurama	6	
Bufulaon	9	
Bufudyne	15	

※ Spells of the same type get stronger as the MP cost increases.

Attack Magic

Name	MP	Effect
Zio	3	These spells call forth lightning. They're particularly effective against heartless Psychos.
Ziorama	6	
Zioron	9	
Ziora	3	Like the Zio spells above, these spells summon lightning, but these damage the whole group of enemies.
Ziorama	6	
Ziolaon	9	
Ziodyne	15	
Hanma	3	These spells wrap the enemy in a holy light. They're extremely effective against Vile Spirits, Dire Ogres, and undead monsters.
Hamaon	6	
Hanmahan	9	
Hamadyne	15	
Zan	2	These spells release shockwaves that will damage any demons, regardless of their type. They are pretty strong, and they hit multiple targets.
Zanma	4	
Zanmaon	6	
Zanmadyne	3	
Mudo	3	These spells can kill the enemy in one hit, but they have no effect on the undead or Pagan Gods with potent spiritual energies.
Mudoon	6	
Mudohanma	9	

Magic Chart (2)

Boost

Name	MP	Effect
Dormin	2	Casts a sleep spell at the enemy
Dorminal	5	Casts a sleep spell at all enemies
Shibaboo	2	Makes an enemy numb
Mashibaboora	5	Makes more enemies numb
Hapilma	3	Makes the enemy too happy to move
Marin Karin	6	Charms and seals the enemy
Pulinpa	3	Confuses the enemy
Tentarafoo	6	Confuses and damages the enemy
Rakunda	2	Lowers the enemy's defense
Tarukaja	4	Raises an ally's strength

※ Spells of the same type get stronger as the MP cost increases.

Protection

Name	MP	Effect
Rakukaja	4	Raises an ally's defense
Tarunda	2	Lowers the enemy's strength
Tetraja	6	Wards off an energy drain
Makajama	3	Seals off the enemy's magic

Treatment

Di	2	Di-type spells restore HP to one target
Diama	4	
Diahan	6	
Diarahan	10	
Medi	4	Medi-type spells restore HP to the entire group
Mediama	6	
Mediahan	10	
Patra	2	Cures numbness, poison, and petrification
Penpatra	4	Cures these ailments for the whole party
Posmudi	4	Cures poison
Paraladi	6	Cures numbness
Petradi	10	Cures petrification
Recarm	8	These spells revive the dead, but Recarm fails sometimes.
Samarecarm	16	

12 Demon Types (1)

Alignment: Good

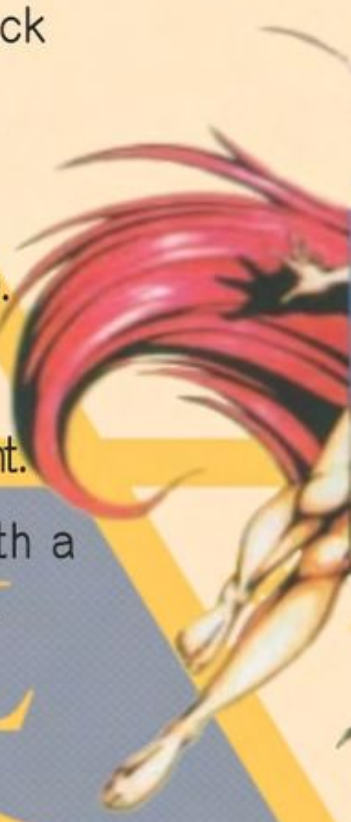
These demons can only be obtained through fusion. They can also be used in a 3x fusion.

[Messengers] These angels were blessed with spells like Samarecarm, but they have low attack power.

[Dark Deities] These top-tier deities consume a lot of magnetite, but their attack and defense can't be beat.

[Ogre Gods] They were made for battle. Their base attacks are on par with the Dark Deities, though they are not as intelligent.

[Phantasms] They are an eclectic bunch with a wide variety of spells. If you support a good attacker with some magic, they can be deadly.



【God Beasts】
They appear to be simple beasts, but according to myths, they are actually closer to gods. They possess almighty powers, but not any particularly strong skills, which is their one fault.

【Holy Beasts】 As their name implies, they are symbols of peace and prosperity. Unfortunately, they are still beasts, and as such, they are sorely lacking in intelligence.

【Spirits】 These souls are the embodiments of the elements of nature: fire, water, air, and so on. They are rather weak when called forth to walk with you, but they become powerful ingredients when fused.

Demon Types (2)

Alignment: Neutral

These demons can be convinced to join your team.

[Wild Beasts]

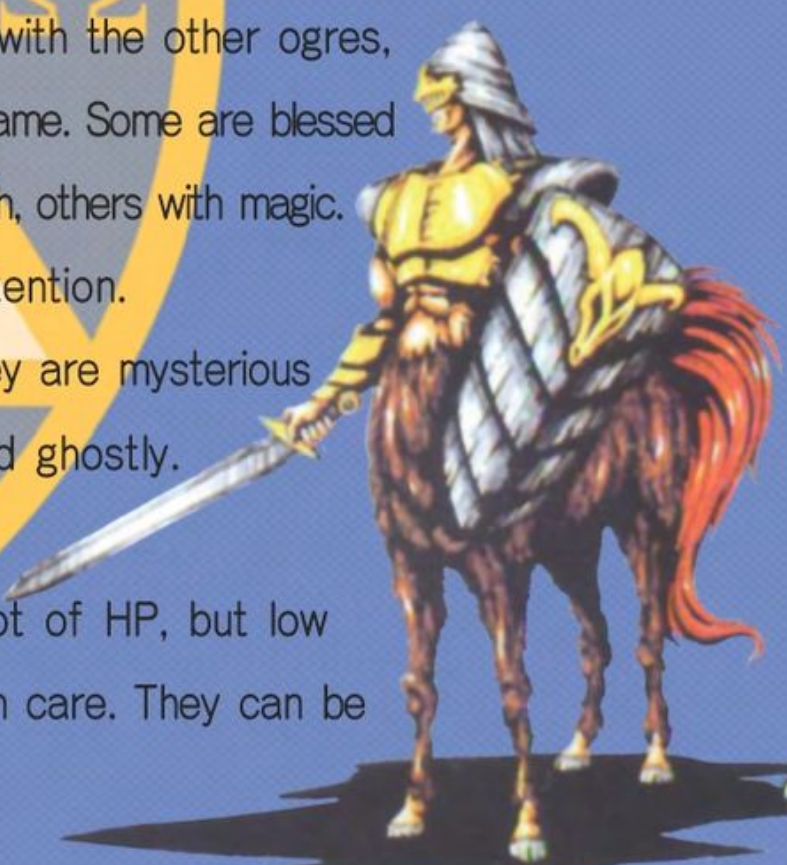
Unlike the God Beasts, they are unruly creatures, but they play a big role in the story. Their intelligence is abysmally low, with only roughly a third of them able to cast any spells at all.

[Terrans]

They are the spirits of the earth. They are not particularly high in level, but they have high HP compared to other demons at their level, which makes them last long, especially when bolstered with defensive magic. They can act as a shield in the early parts of the game.

[Fairies] Like the Spirits and Terrans, they are incarnations of nature. As a whole, they are low-level. They are cute creatures, not particularly suited for battle, but if you're looking for a good spellcaster, they'll do the job.

[Dire Ogres] These are ogres both old and new, eastern and western. They share nothing in common with the other ogres, aside from the name. Some are blessed with strength, others with magic. Many are worth your attention.



[Direfiends] They are mysterious creatures, monstrous and ghostly. They're weak, but good at magic. They have a lot of HP, but low defense. Handle them with care. They can be fun to use, if you can.

Demon Types (3)

Alignment: Evil

Don't even bother trying to talk to them.

【Tyrants】 Powerful leaders of Satan's army.

【Pagan Gods】 Unlike the Dark Deities, these gods only desire destruction.

【Shady Beasts】 They lack basic intelligence, and are weak to fire.

【Ogre Ladies】 They have low HP, but watch out. They cast spells, and some have special techniques.

【Noctfiends】 Active at night, they move fast and cast spells.

【Ghost Ogres】 Take these ghostly, ethereal creatures out with swords, not guns.

[Dire Beasts] These legendary beasts hit hard, but can't use magic.

[Pagan Ogres] An odd assortment of fairies, giants, and beast warriors. They have high HP, attack power, and defense as well.

[Machines] They can't use magic, but they hit hard.

[Vile Spirits] They're low-class undead monsters, but they can be dangerous when they cast spells, so watch out.

[Psychos] They sold their souls to the devil. They're terrifying, with many special techniques.

[Heretics] These wicked spirits have bound their souls to the natural world. Take them down with a sword.

13 Map of Tokyo

(In the year 2036)
Adachi
Kourakuen
Nishiarai Daishi
Ueno
Ginza
Ariake
Yumenoshima
Bael's Castle

The Game Creators

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